



NTSC U/C

PlayStation



SLUS-00778
310014

Hello Kitty's CUBE FRENZY



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CUSTOMER SERVICE

Customer Service representatives are available between the hours of 9:00 AM and 6:00 PM (Eastern Time) Monday through Friday at 1-877-NEWKIDCO (1-877-639-5432).

You may also write us at the following address:

Customer Service
NewKidCo LLC
131 Middlesex Turnpike
Burlington, MA 01803

Hello Kitty's

CUBE FRENZY®



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CONTROLLER OPERATION

You can change the controller mode by selecting "controller" under the game options menu.


L1 Button:

Moves Hello Kitty to the left.
Push twice and she starts to run.
Push it once more and she stops running.

R1 Button:

Moves Hello Kitty to the right.
Push twice and she starts to run.
Push it once more and she stops running.

Directional Buttons:

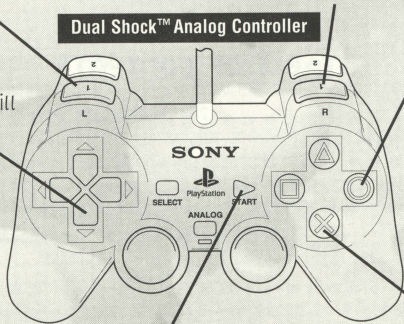
Push  and cubes will fall more quickly.

O Button:

To turn cubes right.

Note:

Basic controller uses the same functions.



Start Button:

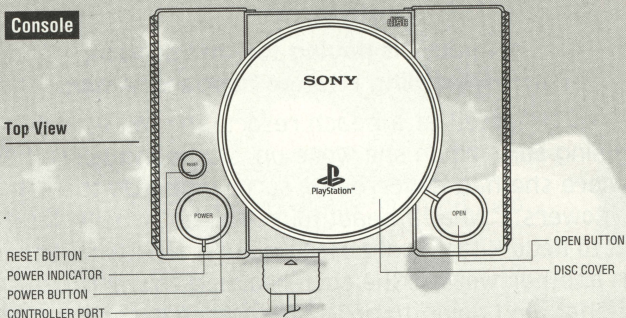
To start and pause the game. Also used to skip explanations.

X Button:

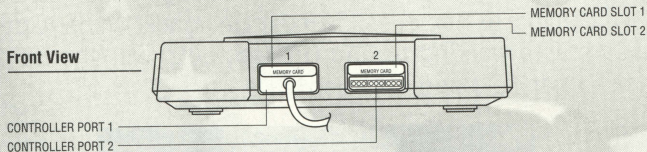
To turn cubes left.

Console

Top View

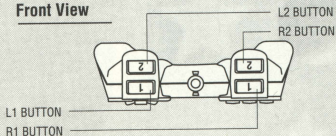


Front View

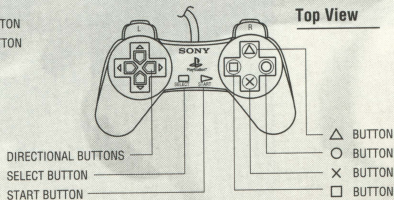


Controller

Front View



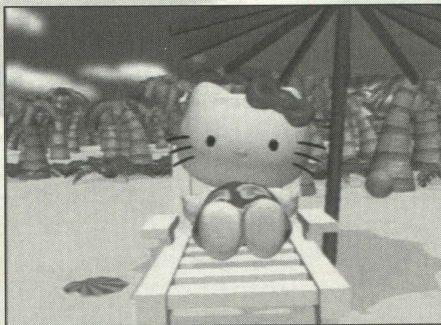
Top View



STORY

**Hello Kitty® is having fun on vacation,
when something strange happens to her...**

While enjoying herself at a beach resort, she fell asleep in the warm shining sun. When she woke up, she found herself on an island where she had never been, surrounded by the smell of hibiscus flowers. "What a beautiful place, but where am I?" Unknown to Hello Kitty, Badtz-Maru played a trick on her and she is now in another world. She soon realized this and panicked! "Oh no! What am I going to do?" She is always cheerful, but now tears are coming to her eyes. "I must get back!" She wipes her tears and starts walking to find the way out. Will she be able to get back to her relaxing vacation?



Hello Kitty®

A cute little third grader born in a London suburb. She is known for her kindness and generosity.



Badtz-Maru

A mischievous little penguin born in Oahu, Hawaii. You can always find this troublemaker with his two best friends...



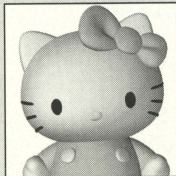
Pandaba

One of Badtz-Maru's best friends. She's a tough panda with a temper to match!



Hanamaru

A good and quiet little seal, who loves to play soccer. He's always tagging along for a little mischief making!



Hello Kitty's Personal Data 1

Name: Hello Kitty

Birthday: November 1

Specialty: Baking Cookies

Birthplace: A suburb of London

Motto: You can never have too many friends.

Fun Fact: Hello Kitty has a twin sister Mimi who lives in London with her family.

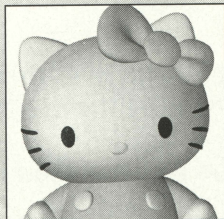
GAME DESCRIPTION

Game Features

This is a puzzle game. Move Hello Kitty by making cubes disappear or piling them up, so she can climb them to collect prizes. You can choose which area to go to after clearing each land which consists of 3 stages. The story will change depending on which lands you choose.

Picture Book Mode

You may select "Picture Book" at the game start after you have finished a game or loaded a saved game.



Hello Kitty Personal Data 2

Hello Kitty is in the third grade and is known for her special ability to make friends everywhere she goes. Her favorite subjects are Math and Foreign languages. She is a very tiny girl, only weighing as much as three shiny apples!



See Hello Kitty in various fashions. There are 11 lands total.

Hello Kitty shows up in different outfits in each area.

When you finish the last area, you can play the extra mode with other Sanrio characters!



When you clear all the lands in both the **Story mode** and the **Extra mode** you can go on to the **Advanced Story mode**!



GETTING STARTED

Preparation

Set the disc of Hello Kitty's Cube Frenzy properly in the PlayStation® game console, switch it on and you will see the opening movie. Push START and the title screen will appear.

Choose your game mode

If you push the START button while the title screen is on, you can either choose to start playing by selecting "Game Start" or go to the Options screen by selecting "Game Option". If you have loaded a saved game, you may select "Picture Book" to go to the interactive Hello Kitty story book. Select by pressing the O button.

Selection of Game Options

Dual Shock Option

Turn on/off the vibration of the Dual Shock™ analog controller.

Game level

You can choose the game level either easy, medium or hard. You will have more time to clear a stage if you choose "easy" and less time if you choose "hard".

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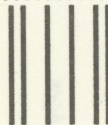
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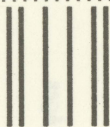


Preparation

Set the disc on the
PlayStation® console
opening movie.

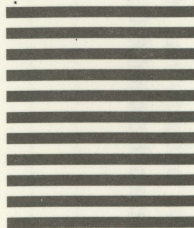
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Turn on/off the

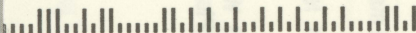
Game level

You can choose
will have more
time if you choose

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Data Load

To load data saved from the memory card.

Sound Option

Choose either stereo or mono sound.

To see the picture book

When you finish an area, you will see the heading "Picture Book" on the "Game Start" screen. When you choose this, you can see the story of the areas you have finished.

Selection of the Game Mode

To start playing, you can choose your favorite game mode with directional buttons. Then push the 0 button. When starting from the beginning in this mode, choose "NEW GAME" or if you want to start at the next stage, choose "CONTINUE".

The 3 modes are:

1. Story mode

You can choose which land to go to after clearing three stages in the mode. The story will be different depending on which land you choose. You can play with a partner in cooperation by selecting 2P.

2. Extra mode

This mode will appear after you clear all the lands.



3. Free Play Mode

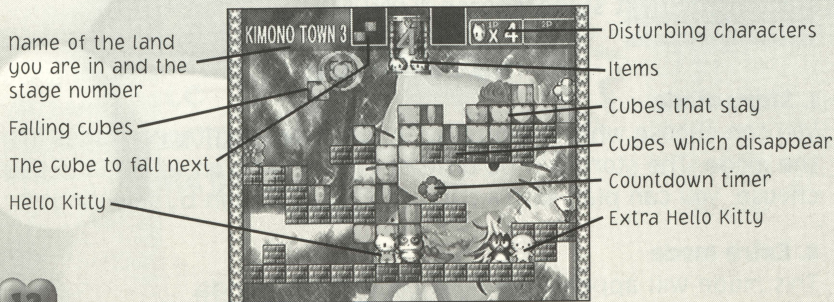
Play this mode after you have finished all the lands, either alone, (1P= 1 player) or with a partner, (2P= 2 players in coop) or against a partner in (VS mode= versus each other).

Choose your favorite Hello Kitty® using the directional buttons.
Choose your land

You will see the lands open to you on the "Area Selection" screen. If there is more than one land available, move between lands with the directional buttons and push the 0 button to select the one you want. If you are playing in the "Free Play Mode" choose the stage with the left or right directional buttons.

RULES OF THE GAME

Explanation of the screen



Different Cubes

Cubes which disappear

When 3 cubes of the same color line up vertically or horizontally (not diagonally!), they will disappear. You can earn more time by making cubes disappear and if you do it in a chain reaction, you get even more time.

Cubes that stay

Cubes made of bricks will not disappear even if you put 3 of them in a row. But the ones without a pattern and a matching color which are connected to them will disappear when lined up properly.

Hello Kitty can get hurt

When a cube falls on her head quickly or when she falls more than 4 steps at a time, Hello Kitty gets hurt and cannot move for a little while. After running she does get tired out and will stand still for a moment to catch her breath.

The disturbing characters!

Badtz-Maru

Whenever Hello Kitty gets an item or a cube falls on his head quickly, he gets upset and kicks the cube directly to his left or right. He's a trouble-maker-watch out for his mischief!



Pandaba

At regular intervals and when a cube falls on her head, she gets upset and turns 4 cubes 90 degrees, either on her right or left side.



Hanamaru

He just stays still in the same place, mostly a nuisance.



Get the items!

Guide Hello Kitty to the items, to clear the stage. The stage is cleared when she gets all the items on the screen. When you choose the "hard" game level, you have to get the items in the order shown on the screen.

Score indicator

The score is shown after you clear each stage. You can go on to the next stage by pushing the 0 button. If your score reaches a certain secret point, you will receive an extra Hello Kitty!

Clearing a land

When you finish all three stages in each land, you have cleared that land and may proceed to the next. The "Selection" screen will be shown and you can choose the next land to go to with the directional buttons. Push the 0 button and the new land will appear.



Times up!

You will lose a Hello Kitty and have to restart the stage if... You cannot get all the items and run out of time, or the cubes are piled up to the top of the screen, or Hello Kitty falls off the bottom of the screen through a hole in the cubes. When there are no more Hello Kittys left, the game is over.

High Score

If your score is one of the top five, you will be able to enter your 3 letter initials into the High Score Screen.

How to save the data

The Save Screen will be shown each time you finish a land. With the memory card, you can save up to 3 different lands you have passed by choosing SAVE AND CONTINUE. This will take one block of memory.

PUZZLE PRACTICE

★ Hello Kitty cannot go up more than 1 step at a time. If an item is set where she cannot reach it, maneuver the cubes to make a clear path for her.

★ If you make cubes disappear, the cubes on top of those will fall. Be careful!

★ When playing VS, in **Free Play Mode**, you can let cubes fall on your opponent character's head quickly and make those cubes disappear. But you have to be careful as your character will faint when you do this.

Hints & Tips

- When Hello Kitty is about to fall, push the opposite directional button quickly. She will balance on the edge of the cube, without falling.

- With perfect timing, Hello Kitty can move onto the falling cubes! There is a stage where you need to master this technique in order to clear it!

- Even when Hello Kitty is falling several steps, she can get an item by touching it! When your time is almost up, you can get the last item by risking Hello Kitty! Even while the cubes are

disappearing when your time is up, you can still clear the stage if she touches the item.

TWO PLAYER MODE

Plug controller 1 and controller 2 into the PlayStation® game console. Choose 2P or VS on the Game Mode Select screen.

★ Rules for 2P

Same as single player mode, but the two of you play in cooperation to get all the items in each stage.

★ Rules for VS

(Only when playing in Free Play Mode)

Choose the stage with controller 1. The first player to get 5 of the 9 items wins. If you both get the same amount of items and time is up, the game ends in a tie.

★ You cannot play for time when you make cubes disappear in VS mode. Also you cannot put cubes on the top three steps of the screen nor can you block the cube opening of your opponent.

Your character will switch positions when a chain reaction happens more than twice in a row.

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